4.   (Amended)   A texturing system according to
claim 2~~or 3~~, in which there are four cache means (60)
and four decompression means (62) arranged in parallel.

5.   (Amended)   A texturing system according to
claim 2, ~~3 or 4,~~ further comprising allocating means (82)
between the cache means (60) and the decompression means
(62), for allocating the outputs of different caches to
selected ones of the decompression means.

6.   (Amended)   A texturing system according to ~~any
preceding claim~~Claim 1, in which the lower-level mip-map
generator means comprises four interpolators which
operate on 16 texels from the mip-map held in the cache
means to provide four texels as from the next lower mip-
map.